

Winterdawn 001 – **Uncommon**

## Bureaucratic Loop

**0**



**Program-1 MU**  
**A, [4], T:** Give the Corp a Loop counter. Each Loop counter increases the difficulty of all **agendas** by 1. Use this ability only after a successful run on HQ. The Corp may remove a Loop counter by taking an action to spend [3].

Illus. Johan Lysberg  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 002 – **Rare**

## Chlorofoam

**0**



**Program-Random-1 MU**  
**Maintenance:** [1].

At the start of each run on a data fort, roll a die. On a 6, the Corp must derez a piece of rezzed ice, if any, on that fort.

At the start of each of your turns after the turn during which that card is installed, pay the **maintenance** cost of that card or trash that card. This trashing cannot be prevented.

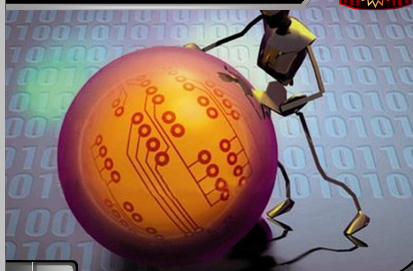
Illus. Crystal  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 003 – **Uncommon**

## Eenie-Meenie-Minie-Mo

**0**



**Program-1 MU**  
**[4], T:** Put an EMMO counter in R&D. At the end of any successful run on R&D, you may look at the top X cards of R&D, choose one of those cards and treat it as if it had been accessed during this run. X is the number of EMMO counters in R&D. The Corp may remove an EMMO counter by taking an action to pay [3]. Use this ability only immediately after a successful run on R&D.

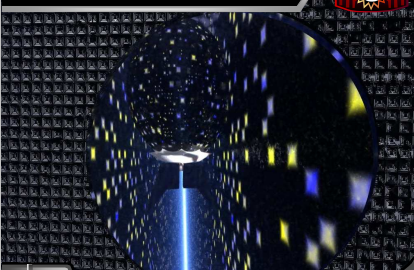
Illus. Lushpix Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 004 – **Uncommon**

## Knothole

**0**



**Program-1 MU**  
**[4], T:** Put a Knothole counter in HQ. Whenever the Corp installs a card in a data fort, expose that card unless the Corp pays [2] for each Knothole counter in HQ. The Corp may remove a Knothole counter by taking an action to pay [4]. Use this ability only immediately after a successful run on HQ.

Illus. Monty Godsey  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 005 – **Uncommon**

## Monkey's Revenge

**0**



**Program-1 MU**  
**[4], T:** Put a Monkey counter in R&D. Whenever the Corp draws any number number of cards, it must pay [1], in addition to any other costs, or draw X additional cards and discard all but one of those additional cards. X is the number of Monkey counters in R&D. The Corp may remove a Monkey counter by taking an action to pay [4]. Use this ability only immediately after a successful run on R&D.

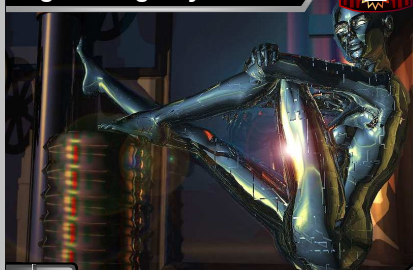
Illus. Tribal Gothic  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 006 – **Uncommon**

## Digital Baglady

**2**



**Program-1 MU**  
**[1]:** Show up to the two bottom cards from your trash to the Corp, and put those cards at the bottom of your stack. Use this ability only at the start of your turn, and only once per turn.


Illus. Larry Poulton  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 007 – **Common**

## Kneecapper

**2**



**Program-1 MU**  
**[2]:** Put a Kneecap counter on a piece of ice. That piece of ice and all its rezzed copies get -X strength, where X is the total number of Kneecap counters on all pieces of ice with that name. Use this ability only when you have broken all subroutines of that piece of ice and passed it successfully.

Illus. FM  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 008 – **Uncommon**

## Bob's Virtual Warehouse

**4**



**Program-1 MU**  
**Maintenance:** [1].

**[1]:** Search your stack for a **program** or **hardware**, show it to the Corp, and bring it into your hand. Shuffle your stack afterwards. Use this ability only at the end of your turn just before the discard phase, and only once per turn.

"Buy, buy, buy!" "Save, save, save!"

At the start of each of your turns after the turn during which that card is installed, pay the **maintenance** cost of that card or trash that card. This trashing cannot be prevented.


Illus. Shellest  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 009 – **Common**

## Siamese Twin

**1**



**Program-1 MU**  
**Forgo your next action:** Remove a tag at no cost.

Illus. zed  
v2.26b


Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011



Winterdawn 010 – **Rare**

## Chameleon

8



**Program-Base Link-Stealth-2 MU**  
 [0]: Base link 3

[1]: +1 link  
 Put [2] on Chameleon when it is installed. Use these bits only to pay for using **icebreakers** during runs, but not for using **noisy icebreakers**. If you use any of these bits replace them at the start of your turn.

Illus. unknown  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 011 – **Uncommon**

## Morgan LeFey

3



**Program-Icebreaker-1 MU**  
 [1]: Break white ice subroutine.

[1]: +1 strength  
*Business Ethics-Famous Oxymorons by George Carlin*

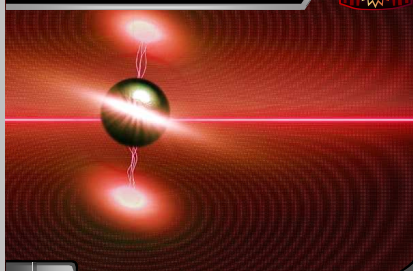
Illus. Pascale Medee  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 012 – **Rare**

## Meltdown™

9



**Program-Icebreaker-2 MU**  
 [2]: Break up to two subroutines on a single piece of ice.

[2]: +2 strength  
 If you used Meltdown™ during a run, suffer 1 brain damage at the end of that run. This damage cannot be prevented.  
*"Oh well, didn't like 5<sup>th</sup> grade that much anyway."  
 -Zinger*

Illus. zed  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 013 – **Rare**

## Four-Eyes

4



**Program-Icebreaker-1 MU**  
 [2]: Break code gate subroutine.

[3]: +2 strength  
 [2]: Access one additional card from that fort. Use this ability only if a run on a data fort has been declared successful, only if you used Four-Eyes during that run, only when you are about to access cards, and only once per run.

Illus. unknown  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 014 – **Uncommon**

## Pythagoras Plus

3



**Program-Icebreaker-1 MU**  
 Maintenance: [2].

[1]: Break code gate subroutine.  
 [1]: +1 strength  
 At the start of each of your turns after the turn during which that card is installed, pay the maintenance cost of that card or trash that card. This trashing cannot be prevented.


Illus. unknown  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 015 – **Common**

## Matrixatron™

5



**Program-Icebreaker-Noisy-1 MU**  
 At the start of each of your turns, put two –1 strength counters on Matrixatron™.

[1]: Break code gate subroutine.  
 [3]: +1 strength  
 Whenever you break a code gate subroutine with Matrixatron™, lose [1] from a stealth card.

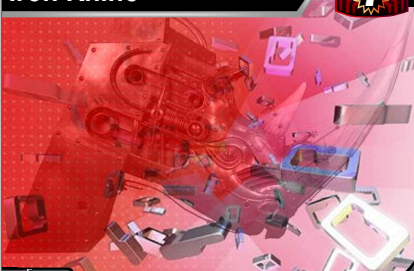
Illus. Lushpix Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 016 – **Rare**

## Iron Rhino

7



**Program-Icebreaker-Noisy-1 MU**  
 [3]: Break up to two wall subroutines on a single piece of ice.

[1]: +1 strength  
 [2]: Trash, at no cost, one card you are currently accessing, even if that card cannot normally be trashed. Use this ability only if a run on a data fort has been declared successful, only if you used Iron-Rhino during that run, only when you are accessing cards, and only once per run.  
 Whenever you break a wall subroutine with Iron-Rhino, lose a total of [2] from stealth cards.

Illus. Pierre Matter + Lushpix Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 017 – **Uncommon**

## Osmosis

4



**Program-Icebreaker-Worm-1 MU**  
 Maintenance: [2].

[1]: Break wall subroutine.  
 [1]: +1 strength  
 At the start of each of your turns after the turn during which that card is installed, pay the maintenance cost of that card or trash that card. This trashing cannot be prevented.

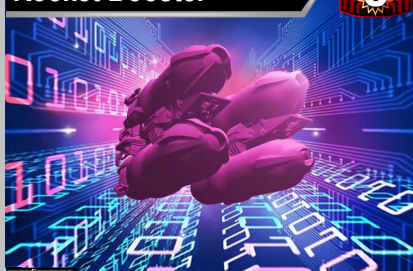
Illus. dasgraf  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 018 – **Common**

## Rocket Booster

5



**Program-Icebreaker-Noisy-1 MU**  
 At the start of each of your turns, put two –1 strength counters on Rocket Booster.

[1]: Break wall subroutine.  
 [3]: +1 strength  
 Whenever you break a wall subroutine with Rocket Booster, lose [1] from a stealth card.

Illus. Lushpix Fotosearch + unknown  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011



Winterdawn 019 — **Rare**

## Winterwitch

7



**Program-Icebreaker-1 MU**  
At the start of each encounter with a **black ice**, Winterwitch gets +3 strength for that encounter.  
[1]: Break **sentry** subroutine.  
[0]: Break **black ice** subroutine.  
[3]: +2 strength  
If you used Winterwitch during a run, the Corp gains a **Justice** counter at the end of that run.  
At the start of each of the Corp's turns, but only once per turn, the Corp may remove three **Justice** counters to gain [3] or an action, or to remove 1 **Bad Publicity** point.

Illus. eikoweb  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 020 — **Uncommon**

## Samurai

5



**Program-Icebreaker-1 MU**  
**Maintenance:** [2].  
[1]: Break **sentry** subroutine.  
[1]: +1 strength  
At the start of each of your turns after the turn during which that card is installed, pay the **maintenance** cost of that card or trash that card. This trashing cannot be prevented.

Illus. NClaire  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 021 — **Common**

## Trash Masher

4



**Program-Icebreaker-1 MU**  
[1]: Break **killer** subroutine.  
[2]: +3 strength

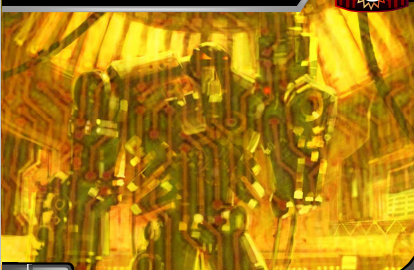
Illus. Moke D Clarke  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 022 — **Common**

## Berserker

6



**Program-Icebreaker-Noisy-1 MU**  
At the start of each of your turns, put two -1 strength counters on Berserker.  
[1]: Break **sentry** subroutine.  
[3]: +1 strength  
Whenever you break a **sentry** subroutine with Berserker, lose [1] from a **stealth** card.

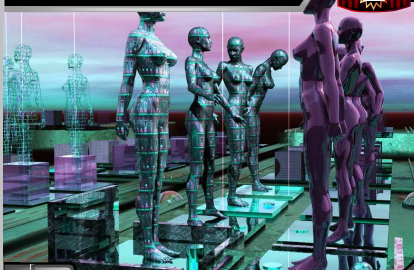
Illus. Mohamad About Fotouh + Lushpix  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 023 — **Common**

## Work to Rule

2



**Program-Virus-1 MU**  
After each successful run on a data fort, put a **WtR** counter in that fort. Every two **WtR** counters force the Corp to pay [1], in addition to any other costs, to rez a piece of **ice** on that fort.  
The Corp may remove all **Virus** counters at any time, but must then forgo its next three actions.

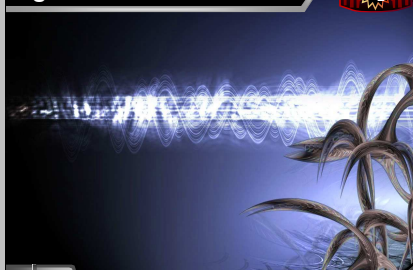
Illus. Redinard  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 024 — **Uncommon**

## Agitator

4



**Program-Virus-1 MU**  
After each successful run on HQ, give the Corp an **Agitator** counter. Every two **Agitator** counters force the Corp to pay [1], in addition to any other costs, for each advancement counter it is about to put on a card that can be advanced.  
The Corp may remove all **Virus** counters at any time, but must then forgo its next three actions.

Illus. Deaddreamer  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 025 — **Uncommon**

## Sniper

5



**Program-Virus-1 MU**  
After each successful run on HQ, give the Corp a **Sniper** counter. At the start of each of the Corp's turns, every three **Sniper** counters force the Corp to trash a piece of installed **ice**. The Corp loses three **Sniper** counters for each piece of **ice** trashed successfully in this way.  
The Corp may remove all **Virus** counters at any time, but must then forgo its next three actions.

Illus. Robert Drozd  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 026 — **Uncommon**

## Advanced Chipset

1



**Hardware-Chip**  
Put [2] from the bank on **Advanced Chipset** when it is installed. Use these bits only to pay for installing **hardware-chips**. If you use any of these bits, replace them from the bank at the start of your next turn.

Illus. Lushpix Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 027 — **Uncommon**

## Zetatech Data Cache 3000

3



**Hardware**  
At the start of each of your turns, look at the top card of your stack and put it facedown on **Zetatech Data Cache 3000**. Then trash as many cards on **Zetatech Data Cache 3000** as necessary to let no more than three cards on it. If **Zetatech Data Cache** leaves play, trash all cards on it.  
**A. [X]:** Bring X cards on **Zetatech Data Cache 3000** into your hand.

Illus. Lushpix Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011



Winterdawn 028 – Common

## Catburglar 2000

3



**Hardware-Chip**

Put [1] from the bank on Catburglar 2000 when it is installed. Use this bit only to pay for using **icebreakers** during encounters with **sentries**. If you use this bit, replace it from the bank at the start of your next turn.

Illus. Garrett Gray  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 029 – Common

## Crackerjack 2000

1



**Hardware-Chip**

Put [1] from the bank on Crackerjack 2000 when it is installed. Use this bit only to pay for using **icebreakers** during encounters with **code gates**. If you use this bit, replace it from the bank at the start of your next turn.


Illus. Liquisoft  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 030 – Rare

## Disposable Body Armor

X



**Hardware-Cybernetics**

**T:** Prevent any amount of damage from a unique source that would have flatlined you. Then trash the top X cards from the top of your stack. X is the difference between the amount of damage dealt by that source and the number of cards in your hand.

Illus. unknown  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 031 – Rare

## One-Armed Bandit

1



**Hardware**

At the start of each of your turns roll a die. On a 1 or 2, remove all bits from One-Armed Bandit. On a 3 or 4, put [2] on One-Armed Bandit. On a 5, put [3] on One-Armed Bandit. On a 6 put [4] on One-Armed Bandit.

**A:** Take all the bits from One-Armed Bandit.

Illus. Alexander Dokukin  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 032 – Common

## Semtex 2000

2



**Hardware-Chip**

Put [1] from the bank on Semtex 2000 when it is installed. Use this bit only to pay for using **icebreakers** during encounters with **walls**. If you use this bit, replace it from the bank at the start of your next turn.

Illus. f117e  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 033 – Common

## Calculus

3



**Hardware-Chip**

Put three Calculus counters on Calculus when it is installed. Trash Calculus when the last Calculus counter is removed from it.

**Calculus counter:** Choose one of your installed **icebreakers**. That **icebreaker** gets +X strength for that encounter, and you may use once one of its subroutines at no cost. X is the difference of strength between that **icebreaker** and the encountered piece of **ice**. Use this ability only during an encounter with a **code gate**.

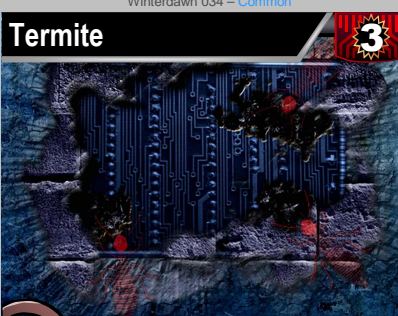
Illus. Lushpix Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 034 – Common

## Termite

3



**Hardware-Chip**

Put three Termite counters on Termite when it is installed. Trash Termite when the last Termite counter is removed from it.

**Termite counter:** Choose one of your installed **icebreakers**. That **icebreaker** gets +X strength for that encounter, and you may use once one of its subroutines at no cost. X is the difference of strength between that **icebreaker** and the encountered piece of **ice**. Use this ability only during an encounter with a **wall**.

Illus. Otacon + EE  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 035 – Uncommon

## Bountyhunter™

8



**Hardware-Chip**

Put three Bounty counters on Bountyhunter when it is installed. Trash Bountyhunter when the last Bounty counter is removed from it.

**Bounty counter:** Choose one of your installed **icebreakers**. That **icebreaker** gets +X strength for that encounter, and you may use once one of its subroutines at no cost. X is the difference of strength between that **icebreaker** and the encountered piece of **ice**. Use this ability only during an encounter with a piece of **ice**.

Illus. Lushpix Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 036 – Common

## Crash Test Dummy

4



**Hardware-Chip**

Put three CTD counters on Crash Test Dummy when it is installed. Trash Crash Test Dummy when the last CTD counter is removed from it.

**CTD counter:** Choose one of your installed **icebreakers**. That **icebreaker** gets +X strength for that encounter, and you may use once one of its subroutines at no cost. X is the difference of strength between that **icebreaker** and the encountered piece of **ice**. Use this ability only during an encounter with a **sentry**.

Illus. Keeganwest + Lushpix Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011



Winterdawn 037 – **Rare**

## The Zinger PM

4



**Hardware-Deck-Cybernetics**

Provides +1 MU. When you install The Zinger PM, you may pay for using once each of the following abilities.

[2]: Provides +1 MU.

[1]: Provides +1 handsie.

[2]: Put [1] from the bank on The Zinger PM. Use that bit only to pay for using icebreakers during runs. If you use the bit, replace it from the bank at the start of your next turn.

[2]: Prevents up to 2 Net damage or 1 brain damage each turn. *"It slices. It dices..."-Zinger*

Only one **deck** can be in play at a time. Trash any older **decks**.

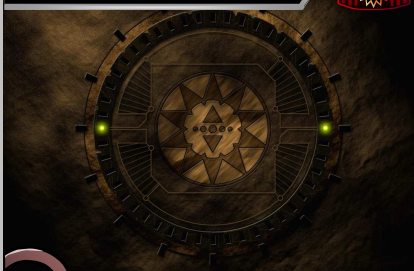
Illus. Dmitry Ishchenko  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 038 – **Uncommon**

## Zetatech Prototype

3



**Hardware-Deck**

Provides +1 MU. Put [2] from the bank on Zetatech Prototype when it is installed. Use these bits only to pay for installing **programs**. If you use any of these bits, replace them from the bank at the start of your next turn.

Only one **deck** can be in play at a time. Trash any older **decks**.


Illus. tech13  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 039 – **Common**

## Clone of Angus

3



**Resource**

During each trace attempt, you get +1 link.

T: Avoid receiving a tag.


Illus. Ivo Meier  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 040 – **Common**

## Repo-Man

3



**Resource-Connection-Unique**

At the start of each of your turns, you may trash up to the top three cards of your stack, and gain [1] for each card trashed successfully in this way.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.


Illus. Tiziano Baracchi  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 041 – **Common**

## Soup Kitchen Volunteer

2



**Resource-Position**

Whenever the Corp gains any number of **Justice** counters, gain that many bits.

A: The Corp gains two **Justice** counters. Use this ability only once per turn.

At the start of each of the Corp's turns, but only once per turn, the Corp may remove three **Justice** counters to gain [3] or an action, or to remove 1 **Bad Publicity** point.

Illus. dadarulz  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 042 – **Rare**

## Chico's Used Hardware Emporium

3



**Resource-Connection**

A, Trash up to three **hardware** cards from you hand: Gain in bits three times the number of **hardware** cards trashed successfully in this way.

*"I told him they fell off the back of a truck"*  
*"Did you leave out the part about standing the truck on end and shaking it first?"*

Illus. James Paick  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 043 – **Common**

## Silent Partner

5



**Resource-Connection**

When you install Silent Partner, forgo up to your next two actions, and put an equal number of bits from the bank on Silent Partner. Use these bits to pay for any bit costs, but not those paid during runs, nor those paid to install or play cards. If you use any of these bits, replace them from the bank at the start of your next turn.


Illus. Randy Gallegos  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 044 – **Uncommon**

## Skålderviken Beta Test Subject

3



**Resource-Position**

Whenever you suffer successfully any amount of Net damage coming from Corp's sources, gain that many bits.

Whenever you suffer successfully any amount of brain damage coming from Corp's sources, gain twice that many bits.

*"Sometimes, fortune favours the stupid too."*

Illus. Neil Alphonso  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 045 – **Rare**

## Nero Yakata

4



**Resource-**

[2]. Forfeit your next agenda point: Prevent any amount of meat damage from a single source. Use this ability only once per turn.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. Ignus Dei  
v2.26b


Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011



Winterdawn 046 – **Common**

## Underground Crimelord

4



**Resource-Connection**  
Put [2] from the bank on Underground Crimelord when it is installed. Use these bits only to pay for using abilities on **hidden resources**. If you use any of these bits, replace them from the bank at the start of your next turn.


Illus. John Zeleznik  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 047 – **Rare**

## Zinger

4



**Resource-Connection-Unique**  
Put [2] from the bank on Zinger when it is installed. Use these bits only to pay for installing **hardware**. If you use any of these bits, replace them from the bank at the start of your next turn.  
[2]: Prevent an installed piece of **hardware** from being trashed. Use this ability only once per trash attempt.  
Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.


Illus. AspectusFuturus  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 048 – **Rare**

## Power of the Press

5



**Resource**  
[1]: For the remainder of the turn, all **white ops agendas** can be treated as if they had the keyword **asset** or **research**, all **research agendas** as if they had the keyword **white ops** or **gray ops**, all **gray ops agendas** as if they had the keyword **research** of **black ops**, all **black ops agendas** as if they had the keyword **gray ops** or **asset**, and all **assets agendas** as if they had the keyword **black ops** or **white ops**. Use this ability only during your turn.  
Whenever Runner trashes or steals a **white ops**, the Corp gains a **Justice** counter. At the start of each of the Corp's turns, but only once per turn, the Corp may remove three **Justice** counters to gain [3] or an action, or to remove 1 **Bad Publicity** point.


Illus. Dana Knutson  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 049 – **Common**

## Rockerboy Roadie

6



**Resource-Connection**  
Put four Tour counters on Rockerboy Roadie when it is installed.  
**Tour counter** or T: Avoid receiving a tag.  
"So where are we this week?"  
"Two dates at the 'Cesspool' in Baltimore, three more at 'The Hole' in Newark and then onto 'The Bomb Shelter' in Pittsburgh for the weekend."  
"And the booking agent?"  
"Him? He thinks we're in Boston."

Illus. Roger Motzkus  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 050 – **Common**

## Boobytrap

0



**Resource-Hidden-Bad Publicity**  
If Boobytrap is trashed successfully by a Corp's effect, give the Corp 1 **Bad Publicity** point.  
T: Remove up to three tags at no cost. Use this ability only when the Corp is about to trash any installed **resource**.  
**Hidden resources** are installed face down, but are put into the trash face up.


Illus. fmo  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 051 – **Uncommon**

## 'Tabloid' Tommy Turnbull

0



**Resource-Hidden-Connection**  
Use the abilities below only at the end of a successful run on HQ.  
[X], T: Remove X **Justice** counters.  
T: Gain [1] and the Corp loses [1].  
"Yeah, right! And what part of yourself couldn't you live with, the designer eyes or the freaky haircut?" –'Tabloid' Tommy Turnbull  
**Hidden resources** are installed face down, but are put into the trash face up.

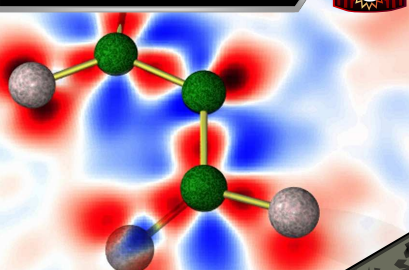
Illus. Georges  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 052 – **Uncommon**

## Chemical Reaction

0



**Resource-Hidden-Sabotage**  
Trash X cards from your hand, [1], T: The Corp must trash facedown the top X cards of R&D. X cannot be greater than 4. Use this ability only immediately after a successful run on R&D.  
**Hidden resources** are installed face down, but are put into the trash face up.

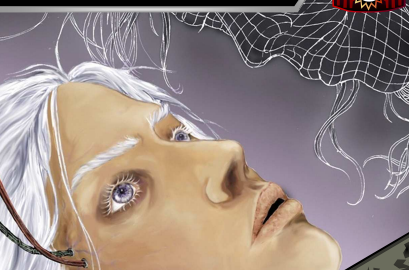
Illus. Anthony Martin + Nick Richardson  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 053 – **Uncommon**

## The Meek

0



**Resource-Hidden-Sabotage**  
Trash X cards from your hand, [1], T: The Corp must discard facedown X cards stored in HQ. X cannot be greater than 4. Use this ability only immediately after a successful run on HQ.  
"Booster Gang?"  
"Well, their secret handshake broke two of my ribs, waddayouthink?"  
**Hidden resources** are installed face down, but are put into the trash face up.

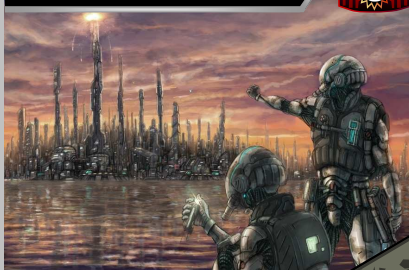
Illus. SpiralDance  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 054 – **Rare**

## Shareholder Revolt

0



**Resource-Hidden-Sabotage**  
Trash at random X cards from your hand, [X], [X], T: Remove X advancement counters on a card in a data fort. X cannot be greater than 4. Use this ability only if you made a successful run on HQ this turn.  
**Hidden resources** are installed face down, but are put into the trash face up.

Illus. Flyingdebris  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011



Winterdawn 055 – Common

## Nomad Terrorists

0



**Resource-Hidden-Connection**  
[3], T: The effect of a **region** installed in a data fort is cancelled for the remainder of the run, unless the Corp pays as if it was going to rez again that **region**. Use this ability only at the start of a run at that fort.

Hidden resources are installed face down, but are put into the trash face up.


Illus. unknown  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 056 – Common

## CyberRally™ BBS

1



**Prep-BBS**  
Gain [3], or remove a tag at no cost, or choose a **program** from your hand. If you chose a **program** in this way, gain [3], which you may use only to pay for its installation cost, and install that **program**; return to the bank any of those [3] you did not spend.

*"Remember them old 'Tron bikes they had in that eighties movie? Well, today's are three times as fast, and you can bet on them, too..."*


Illus. TL  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 057 – Common

## Hotwired Chip

0



**Prep**  
Gain up to three actions, which you may use only to install **hardware-chips**. For each non-**cybernetics chip** you are about to install during any of these actions, gain [1], which you may use only to pay for its installation cost. If you do not spend each bit during this action, return that bit to the bank.


Illus. Lushpik Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 058 – Rare

## Markers

0



**Prep**  
Make a run. During that run, whenever you encounter a piece of rezzed **ice**, you may pay 1 agenda point to pass that piece of **ice**.

Illus. HaxSys2  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 059 – Common

## No Pain, No Gain

0



**Prep-Random**  
Make a run. At the start of each encounter with a piece of **ice** during this run, you may choose any number of its subroutines and pay [2] for each subroutine chosen in this way. If you do so, each of these subroutines cannot be broken for that encounter and have the text "@ Do 1 brain damage that cannot be prevented." instead of their current text; then roll a die. On a 1, jack out after that encounter.


Illus. Monaux + Lushpik Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 060 – Uncommon

## Secret Handshake

0



**Prep**  
Choose up to four non-hidden **resource-positions** from your hand. Gain [1], which you may use only to pay for their installation costs, and install these **positions**. Return the bit to the bank if you did not spend it.

Illus. Mark Zug  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 061 – Common

## Sift the Trash

1



**Prep**  
When you are about to play Sift the Trash, put the top card of your trash on the side. Then play Sift the Trash and bring the card put on the side in this way into your hand. You may pay [1] when you play Sift the Trash to take it back into your hand instead of trashing it.

Illus. unknown  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 062 – Common

## The Truth Is Out There

0



**Prep**  
Play only if you made a successful run on HQ this turn. If the Corp has no **Justice** counters, then gain [3]; otherwise, the Corp loses [3] and you gain as many bits as the number of **Justice** counters.

At the start of each of the Corp's turns, but only once per turn, the Corp may remove three **Justice** counters to gain [3] or an action, or to remove 1 **Bad Publicity** point.

Illus. unknown  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 063 – Uncommon

## Cook the Books

1



**Prep-Sabotage**  
Make a run on HQ. If run is successful, do not access cards from HQ; instead, choose if the Corp loses [3], or if you gain [6].

Illus. Lushpik Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011



Winterdawn 064 – Common

## Jobbin' at Ice and Data's™

**1**



**Prep-Random**  
Roll a die when you are about to play Jobbin' at Ice and Data's™. On a 3 or less, X=3; otherwise, X=4. Gain [X], or expose up to two installed cards, or draw up to three cards and trash one of the cards drawn in this way.

*"They aren't noted for generosity, but you get all of the new stuff first-hand."*

Illus. Mark Zug  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 065 – Common

## Blind Man's Bluff

**2**



**Prep**  
Make a run on a data fort. During this run, whenever you are approaching a piece of ice on this fort, you may first rearrange all unrezzed pieces of ice on this fort.

Illus. cyberpunkdad  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 066 – Rare

## Double Edged Sword

**2**



**Prep**  
Forfeit your next agenda point when you play Double Edged Sword. Make a run during which you cannot jack out. For the remainder of that run, ignore all ice subroutines that generate an "end the run" effect, and all other ice subroutines cannot be broken. If run is successful, suffer 3 Net damage before accessing cards.


Illus. unknown  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 067 – Uncommon

## Food Poisoning

**2**



**Prep-Sabotage**  
Make a run on a data fort. At any time during this run, including at the beginning of this run and when the Corp has just rezzed a sysop in that fort, choose a rezzed sysop in that fort. The Corp must derez that sysop and cannot rez it for the remainder of the run.

Illus. Paulo Henrique  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 068 – Uncommon

## Ghost in the Machine

**2**



**Prep-Sabotage**  
Play only if you made a successful run on HQ this turn. Choose an installed piece of ice. If that ice is rezzed, pay its rez cost to trash it; otherwise, trash it.

Illus. zed  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 069 – Uncommon

## Ice and Data Investigative Report

**2**



**Prep-Bad Publicity**  
Play only if you made a successful run on HQ this turn. Give the Corp 1 Bad Publicity point unless the Corp derez all rezzed sysops. If the Corp derez any number of sysops in this way, it cannot rez any of them for the remainder of the turn.

Illus. Deaddreamer  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 070 – Rare

## Long Needle

**6**



**Prep**  
Make a run. If run is successful, and if you give any number of Virus counters to the Corp, replace each of those counters by two counters of the same type.


Illus. cazanova  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 071 – Rare

## Reverse Polarity

**2**



**Prep**  
When you play Reverse Polarity, remove it from the game instead of trashing it. Put all cards from your trash on the side. Then shuffle your stack, trash all cards from your stack, and shuffle the cards put on the side in this way into your stack.

Illus. 123rt  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 072 – Rare

## Emergency Morph Command

**3**



**Prep**  
Choose one of your installed icebreakers that contains a subroutine with the keyword code gate, wall, or sentry in its text. For the remainder of the turn, replace on that icebreaker all occurrences of this keyword by any keyword between code gate, wall, or sentry.

Illus. BlueDiamondz  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011



Winterdawn 073 – Common

# "Just Grab It All..."

2

Prep

Make a run on HQ or R&D. If run is successful access one additional card.  
*"...we'll sort it out later!"*

Illus. dystopia  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 074 – Common

# Digital Adrenalin

4

Prep

When you play Digital Adrenalin, forgo the remaining actions of your turn, and  $X=3$ . Put one Adrenalin counter on each of your installed **icebreakers**. Each Adrenalin counter on an **icebreaker** gives  $+X$  strength to it.  
As long as there is any Adrenalin counter on any **icebreaker**, subtract 1 from  $X$  at the start of each of your turns.  $X$  can be negative, in which case it actually decreases the strength of **icebreakers**.

Illus. Robert Drozd  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

Winterdawn 075 – Rare

# Core Command: Shut Down

0

Prep-Sabotage

Play only if you made a successful run on HQ this turn. Pay half the rez cost of a rezzed piece of **ice** to derez it.

Illus. Lushpix Fotosearch  
v2.26b

Card created by AI/B/RS/T/WG, 1998-2003, corrected 2011

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